O'Dell claims do not correspond to any claim of the present invention. As one of examples, a unique position count means the position in a line of text data including handwriting strokes, to determine the unique line of text in a dictionary, by force, besides a usual way to determine the unique one.

Claim 1 of O'Dell shows the discovery, as it is mentioned in col. 10, lines 20-32, in O'Dell, stating; "This invention utilizes the discovery that, when classified in accordance with the classification scheme of Fig. 1A, most Chinese characters and Japanese Kanji characters can be uniquely identified by strings of code numbers where the number of code numbers is usually less than the number of strokes in the character. In reference to the top character in Fig. 5, for example, the string 12313131 is adequate in identifying the character and the remaining four code numbers 3233 are really not necessary for identifying character. For this reason, an operator need not enter the entire string but can simply stop after entering 12313131 since uniqueness has already been established at that point."

The claim 1 of O'Dell is not appropriately supported by the contents of specifications, for the way of doing. According to O'Dell, it has a way to group the possible strokes into seven groups, as it is stated in O'Dell that, in col. 8, line 24+, ie, "As shown in Fig. 1A, the possible strokes used in Chinese characters or Japanese Kanji characters are grouped into seven groups, with most of the possible strokes within each group".

That is really unpractical. There would be no practical user application for the method of O'Dell. Fig. 5 does not suddenly appear. Prior to reaching at Fig. 5, a certain number of strokes must be given by the user, and during its process, the user would have to face chaotic situations, eg, encountering many Japanese characters unknown to the user on the display, which may come up unexpectedly.

"Entering , , , , , Identifying a plurality of lines of text with the same stem, and determining the word", are not contained in O'Dell. Word stemming means "taking the stem of a word and generating common variants of the word". For example, all of Search, Searching, and Searches have "Search" as the root stem. If the search text is "throws", the word stem is "throw", and common variants of this stem include "thrower", "throwers", and "throwing."

" 문 " in O'Dell, is neither stem/root, nor Japanese character. It is one of the radicals (Radical is not stem) for Japanese kanji characters, and

those radicals do not necessarily form a leading part of Japanese kanji characters, like those of " 刀(Radical) for 茄 ", " 女(Radical) for 妾 ", " 心 (Radical) for 惚 ", " 八 (Radical) for 捌 ", " 足 (Radical) for 距 ", etc.

Each Japanese character in Figure 5 has no relation to each other, and they have entirely different meanings in Japanese as shown below.

Character	Meaning	Data String by O'dell
距	- means "distance"	12313131.3233
踊	- means "dance"	12313132.412331
践	- means "practice"	12313133.33444
路	- means "road"	123131342.4123
跡	- means "site"	123131343.4744
跳	- means "jump"	123131344.4844
踏	- means "step"	12313137.2441233

Concerning the Paragraph 10 of the Office, applicant responds to it as follows.

The method of U.S. Pat. No. 5870492 (Shimizu) is not related to the present invention, and needless to say, the present invention does not apply for a patent, for the character recognition of handwritten characters. Shimizu only relates to the hand-written character recognition, and O'Dell does nothing for the character recognition. According to the specifications, U. S. Patent No, 5870492 (Shimizu) relates to an improvement in handwriting character entry apparatus, mentioning the type which has an input device for inputting hand-written characters and a display device, wherein hand-written character pattern inputted by the input device is recognized and a plurality of candidate characters having configurations similar to that of the recognized character pattern are extracted and standard character pattern corresponding to the candidate characters are displayed for selection on the display device, and one of the displayed plural candidate characters that is the intended character for the inscribed character is selected by an operator, pressing a stylus against the inscribed character.

The present invention has nothing to do with the above-mentioned Shimizu.

In the paragraph of 11 of the Office action, it is stated that applicant's arguments filed February 12, 2003 have been fully considered but they are not persuasive.

In reply thereto, applicant clearly responds to it as follows.

As stated above, O'Dell discovered that some characters are uniquely identifiable, before entry of all stroke data of character to enter. However, it is only shown in Fig. 5, as mentioned in col. 10, lines 20-32 of O'Dell specifications, and also O'Dell has a way to group the possible strokes into seven groups, as shown in Fig. 1A, ie, "the possible strokes used in Chinese characters or Japanese Kanji characters are grouped into seven groups, with most of the possible strokes within each group."

Due to the way of O'Dell, it is unpractical and there is no application to actually use it, as there is no way to distinguish between 口 and 冂 of 踊, between 中 and 𠂆 of 踊, between 叫 and 𧾷 of 踊, and then many Japanese characters unknown to the user, may surprisingly appear on the display, at the time of input.

In Fig. 5 of O'Dell, the candidate characters are shown. It must be a case after depressing some keys on the keyboard, as it is impossible to branch directly to Fig. 5, and in this case, followings inevitably take place, before having such characters as 距、踊、践、路、跡, etc, in Figure 5, during the process of input.

(Examples)

After typing codes upto 1 7 一 , 口 appears on the display.

< At this point, operator's action is necessary to continue/seek, prior to reaching characters below >

After typing codes upto 1 7 一 1 , 中 appears on the display.

< At this point, operator's action is necessary to continue/seek, prior to reaching characters below >

After typing codes upto 1 7 _ 1 _ 1 , 叫 appears on the display.

< At this point, operator's action is necessary to continue/seek, prior to reaching characters below >

*** 口、中、叫 are frequently used Japanese characters.
In this case, 一フ一 of 足 equals to 口
一フ一一 of 足 equals to 中
一フ一一一 of 足 equals to 叫

(O'Dell: FIG. 5)

CHARACTERS	*MEANINGS	DATA STRINGS - being in ascending order
距	- means "distance"	12313131.3233
踊	- means "dance"	12313132.412331
践	- means "practice"	12313133.33444
路	- means "road"	123131342.4123
跡	- means "site"	123131343.4744
跳	- means "jump"	123131344.4844
踏	- means "step"	12313137.2441233

*As shown above, 距、踊、践、路、跡, 跳、踏、have different meanings, respectively.

Meanwhile, present invention can be applied to "a character input by 10-keys" on mobile phones, as well as the input by a full keyboard on personal computers, due to its natural way of input.

It is respectfully requested that this patent application be reconsidered, claims 104-121 allowed, and the case passed to issue.

Very respectfully,

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